PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01040
SLUS-90075

VAGRANT STORY™

2 DISCS

SQUARESOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

VAGRANT STORY™

Vagrant Story-the story of a hero who must lose all he cherishes to find the truth.

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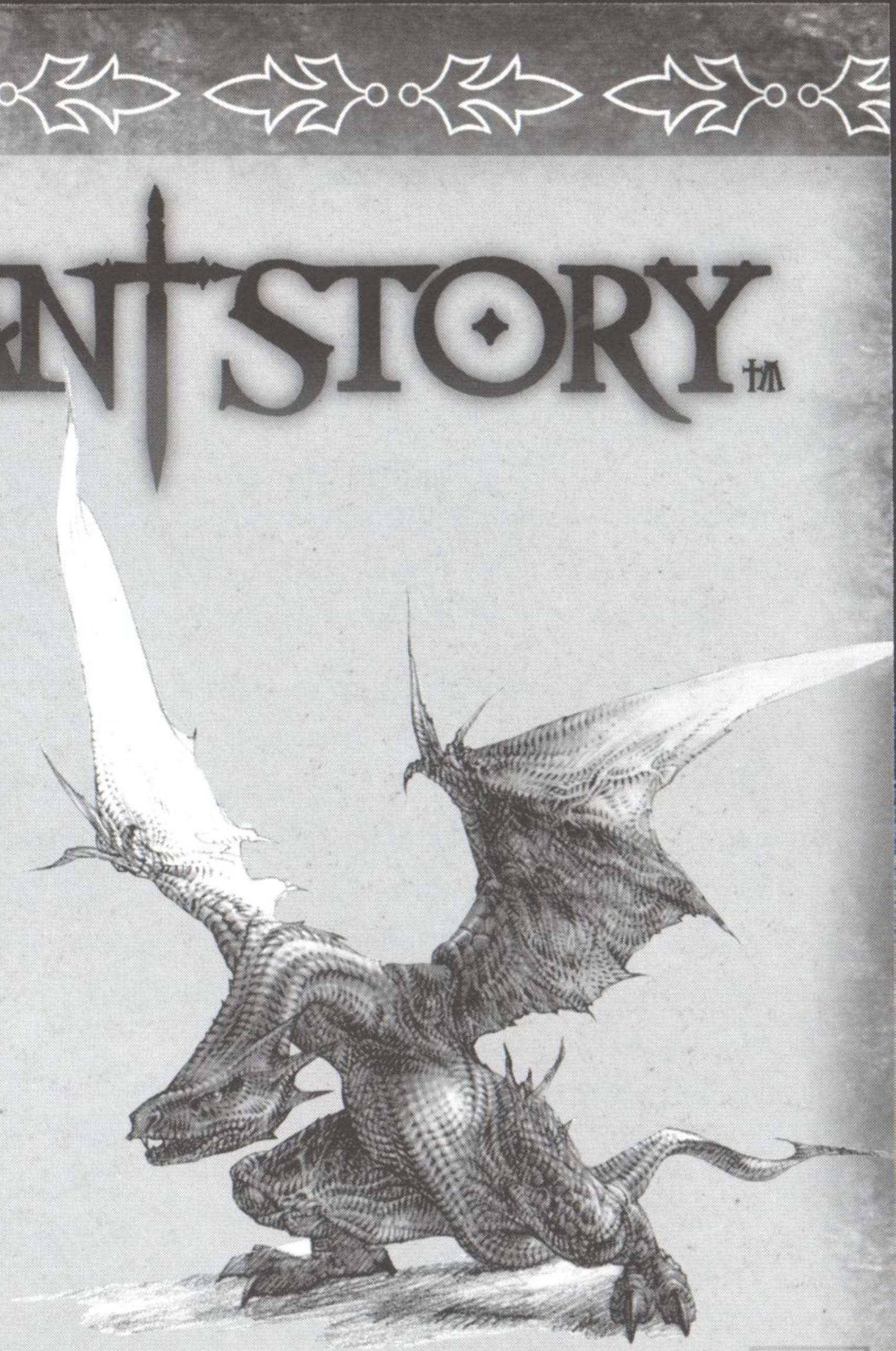


INTRODUCTION

In a most heinous crime, the manor of Duke Bardorba of Valendia Kingdom was seized by a cult of religious fanatics known as Müllenkamp. Although several innocents were murdered, news of the incident was suppressed, and Sydney Losstarot, the leader of Müllenkamp, has not been seen since.

Duke Bardorba was away during the seizure of the manor and escaped the atrocities. Yet one week later, an unknown assailant took the duke's life. Riskbreaker Ashley Riot, a member of the Valendia Knights of the Peace (VKP) entrusted with breaking the cultists' hold on the manor, was named as a suspect at a meeting of Parliament. He disappeared shortly after the accusation.

During the week between the incident and the duke's assassination, suspected assassin Ashley made a peculiar trip to a city lost to memory... The deserted city of Leá Monde.

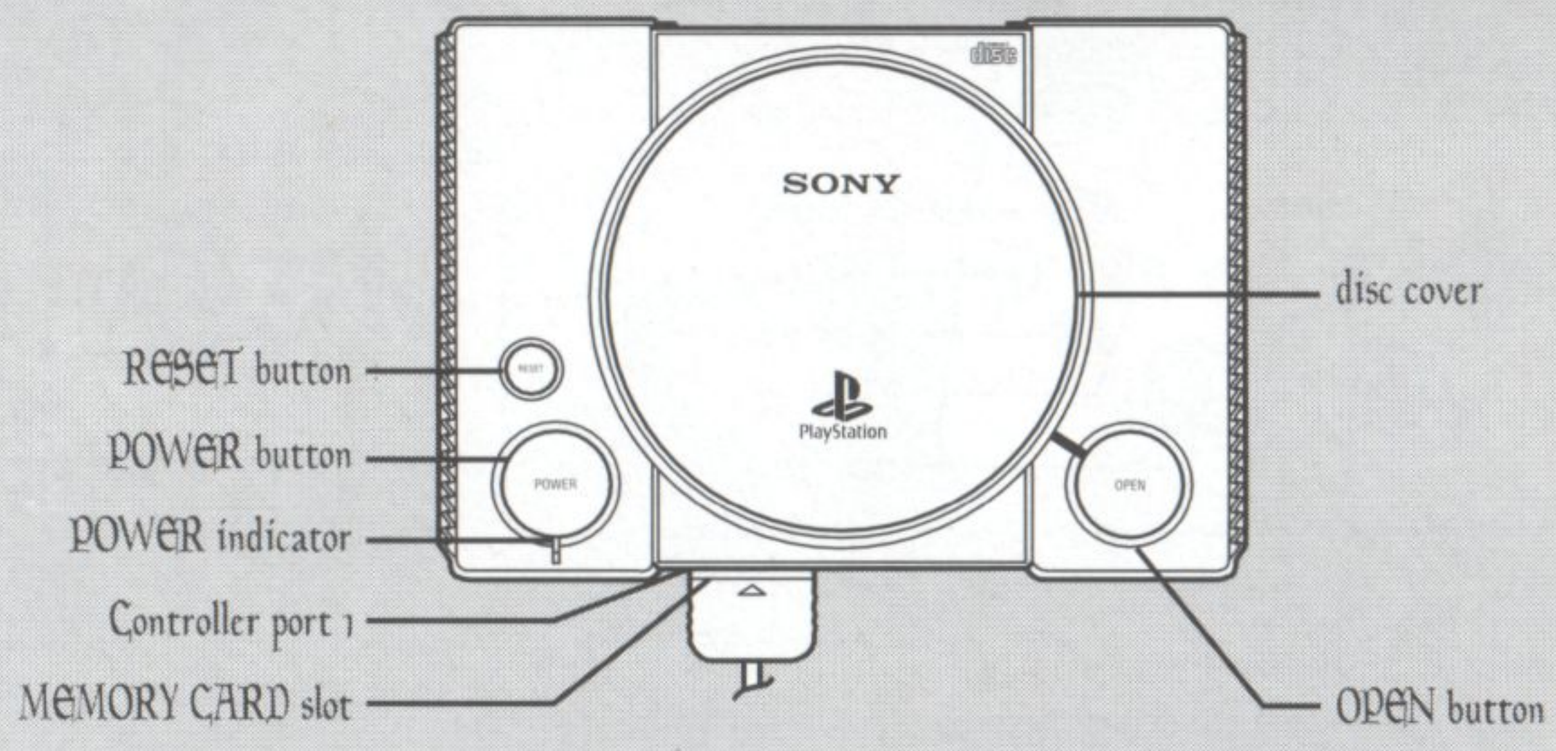
Leá Monde, now a shell of its former glory, housed more than 5,000 people during the Golden Age. Its prosperity ended 25 years ago when a powerful earthquake struck the city.

High tidal waters rushed in to fill the rift in the earth left by the earthquake, cutting the city off from the outside world. Above the waters, the land shifted and twisted, losing much of its former shape. Beneath the city, where monks had once worked the stone into chambers and passageways, the vast, labyrinthine tomb became a home for the souls of the dead.

The player will experience the crucial week during Ashley's visit to Leá Monde.

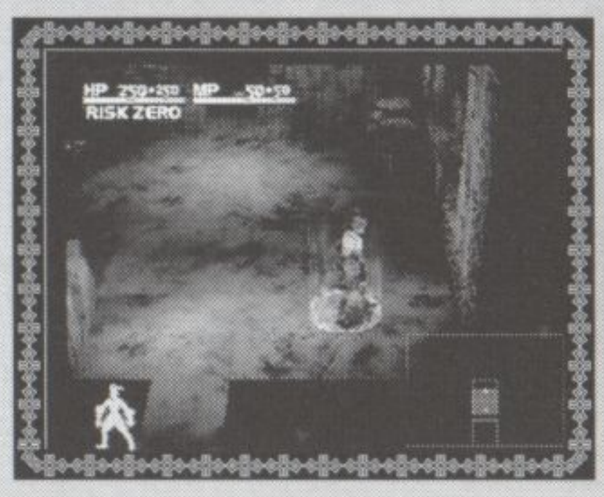
What happened in the haunted city? Did Ashley really assassinate the duke? Only the player, as Ashley, will be able to uncover the truth.

GETTING STARTED



Set up the PlayStation® game console according to the instructions in its manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Vagrant Story**™ disc and close the disc cover. When the power is turned on, the opening movie will begin. Press the ◎ button or START button during the opening movie to advance to the Title Screen. Select one of the following commands and press the ◎ button.

NEW GAME Start the game from the beginning.
CONTINUE Continue the game from a previous save. For details, see "Loading the Game," listed below.
VIBRATION Turn ON/OFF the vibration function of the DUALSHOCK™ analog controller.
SOUND Set the sound output to STEREO/MONO.



SAVING THE GAME

Save the game at Circles of Magic (Save Points) like the one shown on the right or at storage containers.

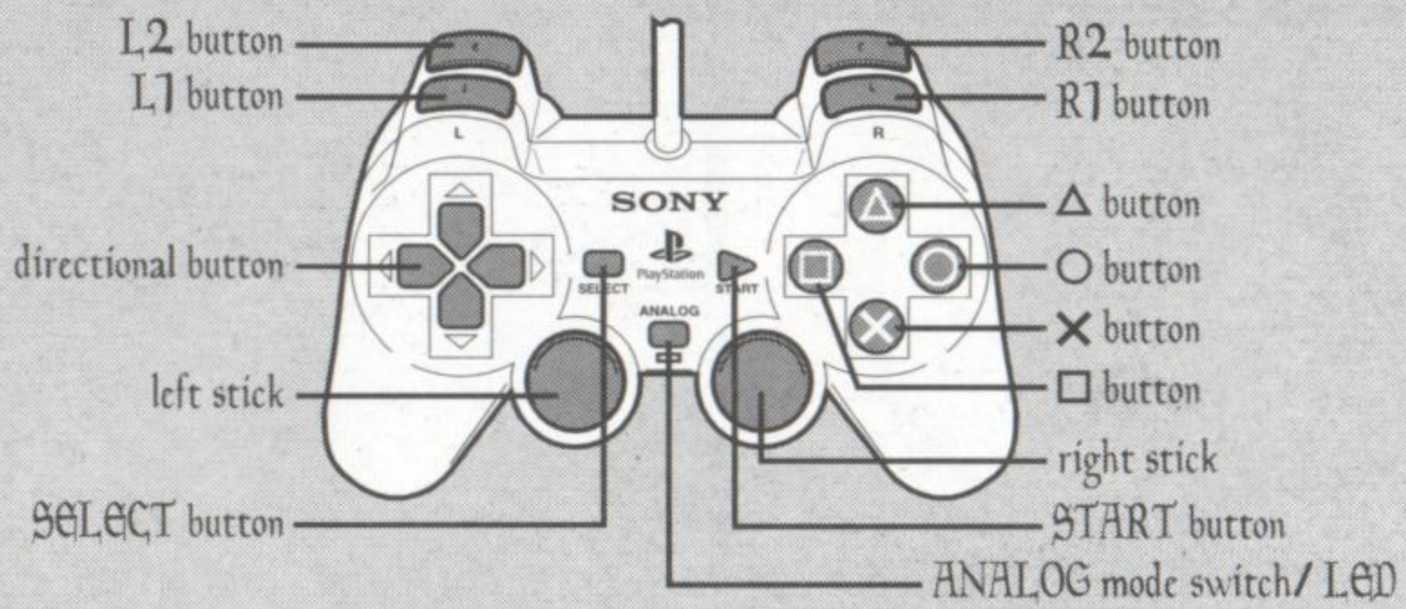
Save the game by selecting <Data> from the Menu Screen, then selecting <Save> with the ◎ button.

Next, select MEMORY CARD slot 1 or 2 and press the ◎ button. Select the file in which to save the game. If the file contains previously saved game data, the game will confirm whether to overwrite this file. Select <Yes> and press the ◎ button to proceed.

LOADING THE GAME

Select the correct MEMORY CARD slot and press the ◎ button. Next, press up/down on the directional buttons to select the file to load, and press the ◎ button to load the file.

BASIC CONTROLS



NOTE:

You may have a controller that looks like this, if so please follow the digital instructions below.

† The left stick can be used when the LED is lit.
† The DUALSHOCK™ analog controller's vibration function can be turned ON/OFF at the Title Screen or by selecting <Options> from the Menu Screen. Switching between analog and digital mode will not disable the vibration function.
† In analog mode, the left stick can be used for the same functions as the directional buttons described throughout this manual.
† To restart the game without turning the power off, press the L1, L2, R1, R2, SELECT, and START buttons at the same time to execute the Soft Reset function.
† Messages may be advanced with the ○,✕,△,□, L1, L2, R1, or R2 button.

Normal Mode (unarmed)

directional buttons or left stick	Move, grip, climb up (press in the direction in which to climb, and Ashley will grab a ledge and pull himself up to a new level), change perspective in Free-look mode
right stick	Free-look
START button	Free-look, skip demo
SELECT button	Zoom in / Zoom out
○ button	Execute command, draw weapon (to switch to Battle Mode)
✕ button	Cancel, open doors and treasure boxes, move cubes (push, carry, place, etc.), end Free-look mode
□ button	Jump
△ button	Display Menu Screen
L1 button	Rotate map counterclockwise
L2 button	Display abbreviated commands
R1 button	Rotate map clockwise
R2 button	Walk, when used with directional buttons or left stick

BASIC CONTROLS

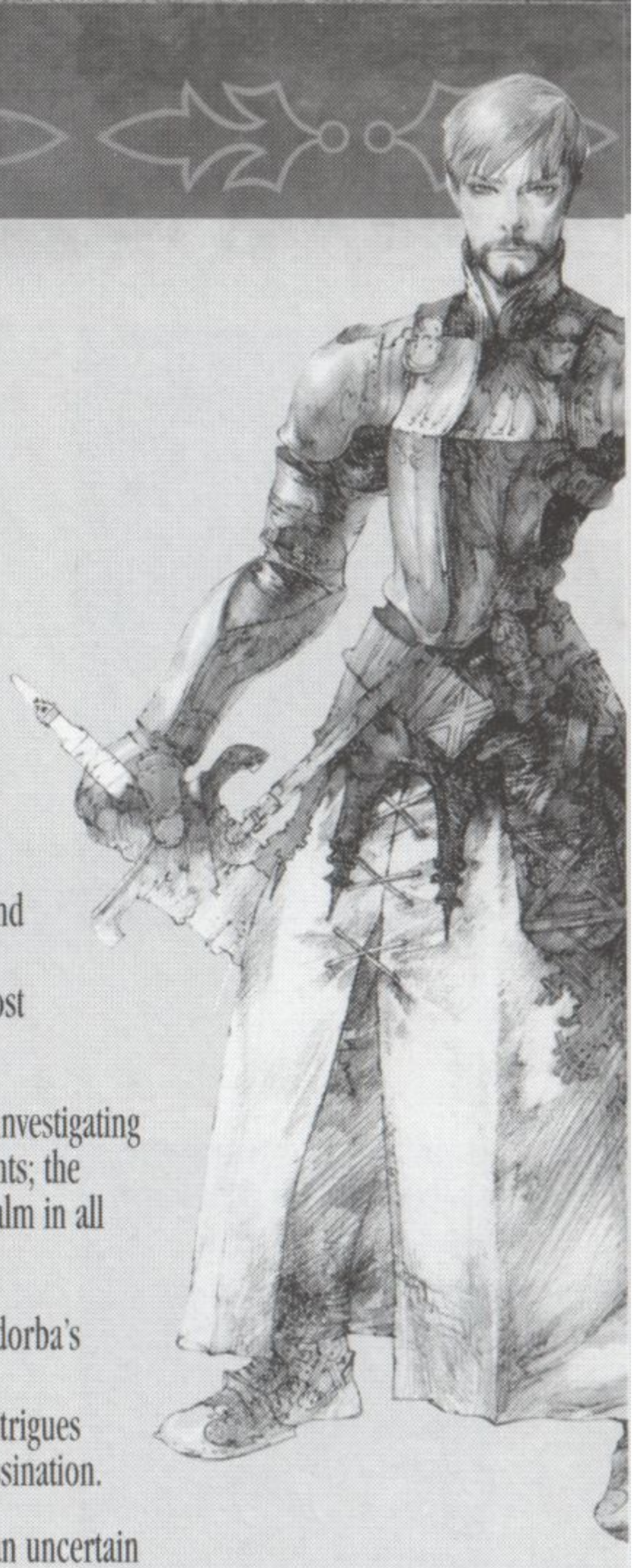
Battle Mode (weapon drawn)

directional buttons or left stick	Move, select target in targeting sphere, change perspective in Free-look mode
right stick	Free-look
START button	Free-look, skip demo
SELECT button	Zoom in / Zoom out
◎ button	Execute command, open and close target sphere, use battle ability (when attacking or defending)
⊗ button	Cancel, close target sphere, end Free-look, switch to Normal Mode
□ button	Jump, use battle ability (when attacking or defending)
△ button	Display Menu Screen, battle ability (when attacking or defending)
L1 button	Rotate map counterclockwise
L2 button	Display abbreviated commands, switch targets during target selection
R1 button	Rotate map clockwise
R2 button	Walk, when used with directional buttons or left stick

Menu Screen

directional buttons or left stick	Move cursor, switch menus while the <Items> window is open
right stick	Not used
START button	Not used
SELECT button	Not used
◎ button	Execute command
⊗ button	Cancel
□ button	Not used
△ button	Close menu
L1 button	Switch menus, switch between Ashley and opponents in the <Status> window
L2 button	Not used
R1 button	Switch menus, switch between Ashley and opponents in the <Status> window
R2 button	Not used

† When abbreviated commands are displayed, press the appropriate button to view the selected menu.



Name: Ashley Riot
Age: late 20s
height: 6'0"
Association: VKP (Valendia Knights of the Peace) Riskbreaker Militia

After graduating as valedictorian from the VKP Academy, Ashley worked as an elite soldier. Following the tragic death of his wife and child at the hands of a ruffian, he transferred to the Dangerous Criminal Task Force, a.k.a. "Riskbreaker," the most danger-ridden post in the VKP, where he remains today.

Riskbreakers conduct their investigations alone, infiltrating into and investigating foreign crime syndicates. Many lose their lives during their assignments; the survival rate stands at less than 30 percent. Ashley, maintaining his calm in all situations, has succeeded in mission after mission.

When Müllenkamp cultists entered the Graylands and seized Bardorba's manor, a chain of events was set into motion, ending with the assassination of Duke Bardorba. Ashley's involvement in the intrigues at the manor makes him a prime suspect in the duke's assassination.

A Riskbreaker with a tragic past, Ashley must now face an uncertain future. Only his efforts can reveal the truth and clear his name.

Name: Romeo Guildenstern

Age: 34

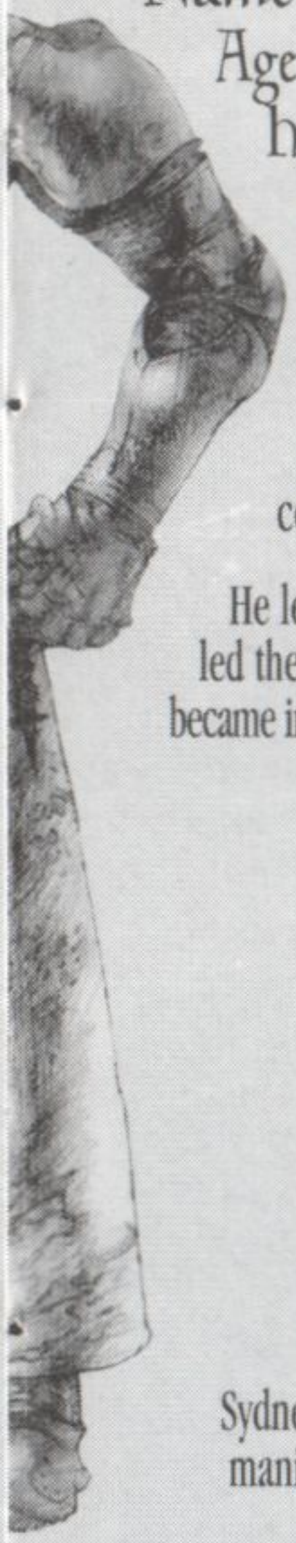
height: 5'11"

Association: Knights of the Cross

Leader of the "Crimson Blades" — Knights of the Cross, a military order under the direct control of the cardinal.

Although every bit a knight of elegance and breeding, Romeo can be utterly cold-blooded, never hesitating in the name of justice for the kingdom.

He led the Knights of the Cross during the incident at Duke Bardorba's manor and led the effort to suppress the riots that ensued. Why the cardinal's Knights of the Cross became involved despite having received no orders to do so remains a mystery.



Name: Sydney Losstarot

Age: Unknown (late 20s?)

height: 5'10"

Association: Müllenkamp

Leader of a cult that worships the ancient priestess Müllenkamp. Sydney is a self-professed prophet who preaches about human weaknesses and the end of the world.

Sydney can precisely describe the past of those he meets, and it is rumored that he can manipulate others at his will. His charisma has attracted a zealous following prompting Parliament to declare the Müllenkamp cult a threat to state security.

After masterminding the seizure of the Bardorba Manor in the Graylands, Sydney held the duke's family and servants hostage in exchange for the release of his followers, but it seems that his true intent lay elsewhere.

Riskbreaker Ashley Riot encounters Sydney seemingly by chance during his mission, but their meeting was ordained by fate.

GAME SCREEN/COMMANDS

Reading the game screens during Normal Mode (See page 17 for information on reading screens during Battle Mode).

HP — Current Hit Points / Maximum Hit Points. HP slowly regenerate over time. When Ashley's HP reach zero, the game is over.

MP — Current Magic Points / Maximum Magic Points. MP are used to cast magic spells. MP slowly regenerate over time.

RISK — Increases as Ashley attacks enemies, and decreases over time. When RISK is high, Ashley's hit rate decreases, but his chance of landing a critical hit increases.

Simple Map — A limited map of Ashley's current location. The red dot denotes point where Ashley entered the room, and the white dots show the room's other exits.

Limb Gauge — Displays the condition of Ashley's body parts using different colors. The meaning of each color is explained on page 11.

THE MENU SCREEN COMMANDS

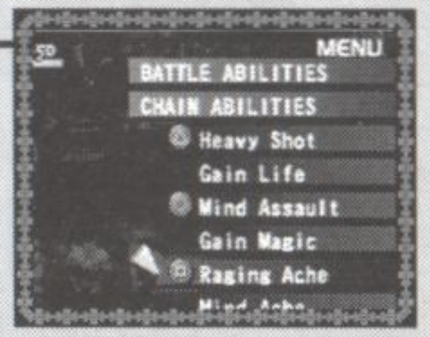
Press the △ button during gameplay to view the Menu Screen

MAGIC

Displays the list of spells Ashley has learned. This option will not be available until Ashley has learned at least one spell.

BREAK ARTS

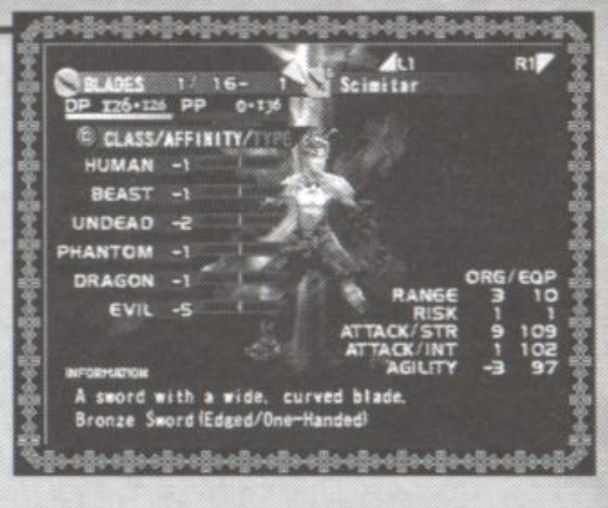
Displays the Break Arts for the currently equipped weapon. Select <View Arts> to view which Break Arts have been learned for each weapon type. This option will not be available until Ashley has learned at least one Break Art.



BATTLE ABILITIES

Displays the Chain and Defense Abilities that Ashley has learned. To assign abilities to the buttons, select either <Chain Abilities> or <Defense Abilities> from this window. From the list of available battle techniques, choose three abilities and assign a button (○, △, □) to each. When an ability has been assigned to a button successfully, the icon for that button will appear next to the technique. Change button assignments at any time.

ITEMS



Equip Display currently equipped weapons and armor. Select a body part to view the list of weapons and armor that can be equipped to that body part. Select the weapon or armor to equip, then press the ◉ button to equip the item.

Setup To customize weapons and armor options, select <Setup> and choose among the following options (See page 20 & 21 for full description):

- **Assemble Weapons**
- **Repair**
- **Combine**

The options to the left are only available within the workshops throughout Leá Monde (See page 20 & 21 for details).

- **Attach Gems** Set gems in weapons and shields.
- **Disassemble** Disassemble weapons and shields into their individual components.
- **Rename** Change weapon names. Select the weapon name to change with the directional buttons/left stick. Enter a new name, then select <Ok> or press the START button to accept the name. Next, select <Yes> to complete inventory.

In the <Items> window, pressing the L1/R1 buttons or the left/right directional buttons allows the player to scroll through the following categories:

Weapons View all weapons in inventory. A maximum of eight weapons can be stored in inventory.

Blades View all blades in inventory. Weapon blades are used in workshops as assembly materials. A maximum of sixteen blades can be stored in inventory.

Grips View all grips in inventory. Weapon grips are used in workshops as assembly materials. A maximum of sixteen grips can be stored in inventory.

Shields View all shields in inventory. A maximum of eight shields can be stored in inventory.

Armor View all types of armor in inventory. A maximum of sixteen armor can be stored in inventory.

Gems View all gems in inventory. Attach gems to weapons and shields. A maximum of 48 gems can be stored in inventory.

Misc View all miscellaneous items in inventory. Select an item to use from this list. Then select use and choose a target for the item. Confirm the target to use the item. A maximum of 64 different items can be stored in inventory

Search/Discard/Sort/Repair/Status

When selecting weapons, armor, and parts, press the ◉ button to search, discard, and sort them.

- **Search** Search for weapons and shields that use the selected part.
- **Discard** Discard the selected weapon, armor, or part from inventory, Equipped items cannot be discarded. To discard the item, select <Yes>.
- **Discard All** Only appears when <Misc> is selected. Discards all of the selected items. To discard the item, select <Yes>.
- **Status** View status for weapons, blades, grips, armor, and gems by pressing the ▣ button.

To check the status of a particular item, move the cursor to that item and press the ▣ button. Use the L1/R1 buttons to view the status of other items of the same type.

COMMANDS

Reading Item Status

DP	Damage Points. When an item's DP reach zero, that item's efficiency is drastically reduced.
PP	Phantom Points. Increase as weapons and shields are used. The greater the value, the higher the attack power (for weapons) or the defense power (for shields). Phantom Points gradually decrease while the weapon and shield remain drawn.
ORG	The initial stats for that item.
EQP	The final, combined value for all stats (a combination of Ashley's stats and the weapon, armor, and accessory's stats).
RANGE	Weapons with a high range have a larger targeting sphere (attack range).
RISK	RISK points added at the time of attack.
ATTACK/STR	Higher strength increases attack power and endurance level.
ATTACK/INT	Higher intelligence increases effectiveness of and resistance to magic.
AGILITY	Higher agility increases chance to hit or evade.

For Class, Type, and Affinity, the greater the value, the greater the effect. Don't expect great results if the value is negative.

CLASS

HUMAN	Attack/Defense value against human and demihuman enemies.
BEAST	Attack/Defense value against beasts.
UNDEAD	Attack/Defense value against undead enemies.
PHANTOM	Attack/Defense value against phantoms.
DRAGON	Attack/Defense value against dragons.
EVIL	Attack/Defense value against evil enemies.

TYPE

BLUNT	Attack/Defense value with/against blunt weapons.
EDGED	Attack/Defense value with/against edged weapons.
PIERCING	Attack/Defense value with/against piercing weapons.

AFFINITY

PHYSICAL	Attack/Defense value for physical property.
AIR	Attack/Defense value for air property.
FIRE	Attack/Defense value for fire property.
EARTH	Attack/Defense value for earth property.
WATER	Attack/Defense value for water property.
LIGHT	Attack/Defense value for light property.
DARK	Attack/Defense value for dark property.

STATUS

As Ashley progresses through Leá Monde, each of his various stats will increase, including Hit Points and Magic Points. The status of each limb is displayed here. Press the ● button to view detailed properties. Check the status of any enemy on the map by pressing the L1/R1 buttons. To view the enemy's parameters, the spell "Analysis" must be in effect.

Reading Character Status

ORG	The initial value of each stat.
EQP	The final, combined value for all stats (a combination of Ashley's stats and the weapon, armor, and accessory's stats).
STRENGTH	The greater the value, the higher the attack power and endurance level.
INTELLIGENCE	The greater the value, the greater the magic effects and resistance power.
AGILITY	The greater the value, the better chance to hit or evade attacks.
R. ARM	Right arm
L. ARM	Left arm
HEAD	Head
BODY	Body
LEGS	Legs

† Some monsters have other hit locations not shown here.

When a body part is "dying," the following penalties apply:

R. ARM	"Attack 50%" (Normal attack and Break Art damage is halved)
L. ARM	"Parry 50%" (Chance to parry is halved)
HEAD	"Silence" (Cannot use magic)
BODY	"RISK 200%" (RISK increases gradually when the target sphere is opened)
LEGS	"Move 50%" (Movement speed is halved)

Limb status changes as follows:

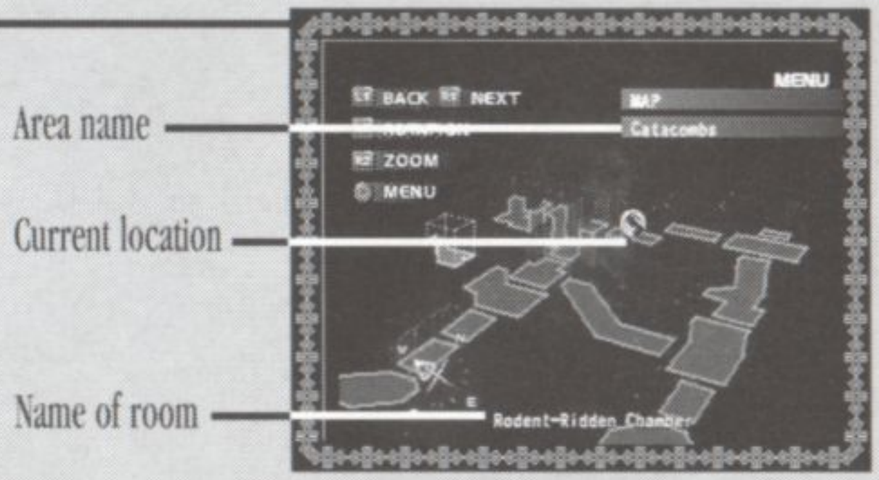
Excellent	(Blue)	The best status. Perfectly healthy.
Good	(Green)	Good status. Use caution.
Average	(Yellow)	Normal status. Not dangerous, but avoid battle.
Bad	(Orange)	Bad status. Seriously wounded.
Dying	(Red)	The worst status.

† Each state is indicated by different color.

MAP

Displays the map.

directional buttons	Scroll screen
◎ button	Lists all available maps
L2 button + directional buttons/right stick	Rotate map
L1/R1 buttons	Cycles through rooms in current map
R2 button + directional buttons/R2 button + left stick	Zoom in / Zoom out



COMMANDS

DATA

<Save> or <Load> game data. See page 3 for details.

OPTIONS

Modify game settings:

Simple Map	Change the display method for the simple map.
Timing	Turn the Battle Ability timing display ON/OFF. (The "!" that appears above Ashley's head denotes Battle Ability input timing.)
Weapon Status	Display any weapon status changes when Ashley attacks. (Blue is positive, and red is negative.)
Armor Status	Display any armor status changes when Ashley is attacked. (Blue is positive, and red is negative.)
Cursor Memory	Store the cursor's last menu position. The cursor will return to its previous position when the menu is reopened.
Information	Toggle the information display on the bottom of the screen ON/OFF.
Puzzle Mode	Set puzzle (Evolve or Die) mode ON/OFF.
Sound	Set sound output to STEREO/MONO.
Vibration	Turn ON/OFF the vibration function of the DUALSHOCK™ analog controller.

SCORE

Display various scores and gameplay information, such as titles received, enemies defeated, percentage of map completed, etc.

QUICK MANUAL

Use the Quick Manual to access information on controls, combat, magic, and screen layout, or to view gameplay tips.

FEATURES OF LEÁ MONDE

DOORS

Many different types of doors connect Leá Monde's rooms to one another. Some can be opened easily, while others must be unlocked before they can be opened. To unlock doors, search for keys or switches. Sometimes, certain monsters must be defeated before a door will unlock.

TREASURE CHESTS

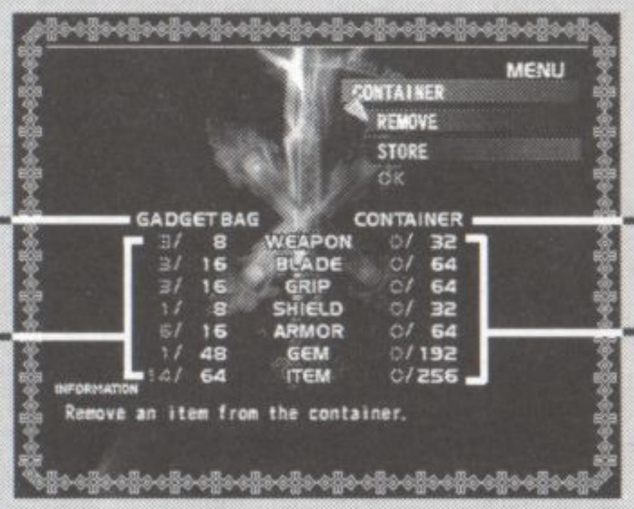
To open a treasure chest, press the ⊗ button while standing directly in front of it. The lid will open, and a list of the items contained within will be displayed. Move the cursor over the item you wish to take, and press the ◎ button; the item will move to your inventory. Press the □ button to take all the items from the treasure chest. Press the ⊗ button at any time to close the treasure chest. Any remaining items will be discarded and lost forever. If Ashley cannot carry any more of a particular item, press the ◎ button while the item list is displayed to view Ashley's inventory. Select any unwanted items from this list and either discard or disassemble them. This way, Ashley may be able to make room for new items.

Some treasure chests may be locked. To unlock these chests, either find a key to open them or use the Unlock spell.

CONTAINERS

Containers are chests used to store items from Ashley's inventory. Items placed into a container can be accessed from any container in the game. Since Ashley can only carry a limited number of items, it is wise to store extra items in containers. Press the ⊗ button while standing in front of a container to take out and store items.

Remove and Store



GADGET BAG
Items in inventory

Number of items currently held/ maximum capacity

CONTAINER
Container contents

Number of items currently stored/ maximum capacity

Select <Remove> to bring up the <Items> window. Press the left/right directional buttons or the L1/R1 buttons to view items that can be removed from the container. Select the item to remove from the container and press the ◎ button. Use the same steps to store items. While the item is highlighted, you can manually swap its position with another item in the list. Select another item to complete the swap. Press the ◎ button while an item is highlighted to bring up the following options:

Removal/Storage Remove items or store them in a container. To view the items being removed or stored, select "!" from the <Items> menu.
Discard Discard a specified number of the selected item.
Discard All Discard all of the specified item.
Sort Rearrange items by item type or amount.

After deciding which items to remove or discard, press the ◎ button and select <Yes> to finish.

Note: If the current game data does not match the data on the MEMORY CARD, or the MEMORY CARD containing saved data is not inserted into a MEMORY CARD slot, you will not be able to access items stored in containers.

CUBES

Various cubes throughout the dungeon can be stacked or pushed to create footing for Ashley. Some cubes can be destroyed with weapons. All cubes will reset once Ashley leaves the room.

Types of Cubes:

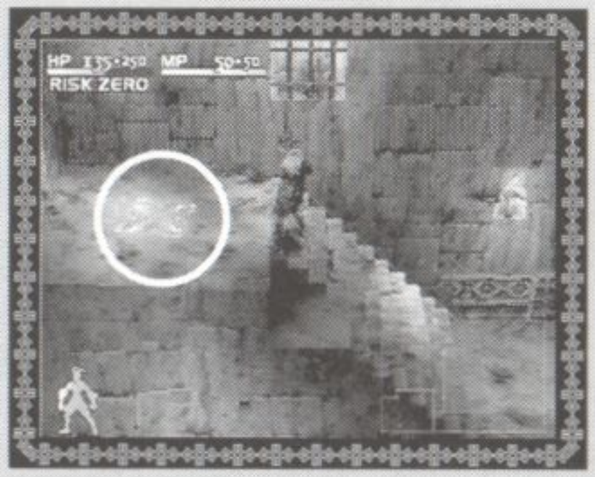
Rolling cube	Roll these cubes one tile (an area of 1 cube) in any unblocked direction.
Counter cube	Identical to Rolling cubes, but with each move, the counter decreases by one. When the counter reaches zero, the cube disappears.
Push cube	Slide these cubes one tile in any unblocked direction. These cubes can be destroyed.
Sliding cube	Slide these cubes in any direction, and they will continue until colliding with an obstacle or falling.
Lifting cube	Lift and carry these cubes to another location. Can be destroyed.
Magnet cube	Lift and carry these cubes to another location. There are red and blue magnet cubes. When cubes of the same color are stacked on top of one another, the cube on top floats one cube-space above the bottom cube. When red and blue are stacked, the cubes will join and stay locked in their current position. These cubes cannot be detached once they are connected. The magnetic force only affects cubes stacked vertically.

Advice from the VKP #1 – When climbing cliffs, use cubes or jump.
Height of 2 cubes: Move towards the wall to grip and climb up.
Height of 3 cubes: Jump to grip, or move cubes to create a higher platform.
Height of 4 cubes: Cannot climb without help. If there is only one cube, grip by jumping from the top of that cube. Grip without jumping by stacking 2 cubes.

Advice from the VKP #2 – Leá Monde is a place of mystery.
All cubes will return to their original position once Ashley leaves the room. Use this feature to undo mistakes.

TRAPS

There are many traps within Leá Monde. Step on them at your own risk!



Marking Traps

Discover traps by using markings. Marking methods are listed below.

Using items	Use "Eye of Argon."
Using magic	Use "Eureka" magic.
Triggering traps	Once a trap is triggered, it will remain visible.

† Markings are valid until Ashley exits the room.

Types of Traps

Death Vapor	Physical direct damage trap. Acidic vapor is released beneath Ashley's feet.
Eruption	Fire-based direct damage trap. Flames rise beneath Ashley's feet.
Freeze	Water-based direct damage trap. Freezing vapor is released beneath Ashley's feet.
Gust	Air-based direct damage trap. Sudden razor-sharp bursts of wind are released beneath Ashley's feet.
Terra Thrust	Earth-based direct damage trap. Causes damage by crystallizing nearby elements.
Holy Light	Light direct damage trap. Blazing light spreads beneath Ashley's feet.
Diablos	Dark direct damage trap. Darkness spreads beneath Ashley's feet.
Poison Panel	Status abnormality trap. Poisonous gas is released beneath Ashley's feet, causing "Poison" status.
Paralysis Panel	Status abnormality trap. Anaesthetic gas is released beneath Ashley's feet, causing "Paralysis" status.
Curse Panel	Status abnormality trap. An evil spirit locked beneath the ground is released, causing "Cursed" status.
Heal Panel	Recovery. The power of the god Fortuna restores a few HP.
Cure Panel	Recovery. The divine protective power of the god Fortuna removes all status abnormalities.

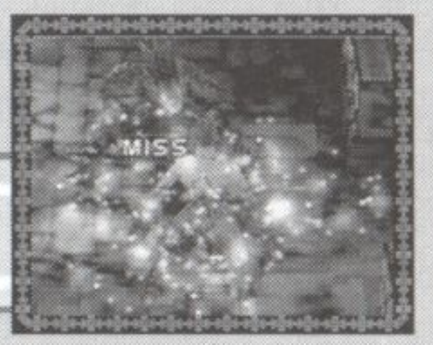
STATUS ABNORMALITIES

Some attacks and traps cause status abnormalities. Some status abnormalities will recover with time, while others can only be removed with the aid of items and magic.

STR-down	STRENGTH decreases.
STR-up	STRENGTH increases.
INT-down	INTELLIGENCE decreases.
INT-up	INTELLIGENCE increases.
AGL-down	AGILITY decreases.
AGL-up	AGILITY increases.
Quicken	Movement speed increases.
Silent	Magic cannot be used.
Paralysis	Weapons, bare-handed attacks, and Break Arts cannot be used.
Poison	HP decrease over time.
Numbness	Movement speed decreases, Battle Abilities are disabled, and small convulsions wrack Ashley's body.
Curse	STR, INT, and AGL all decrease.
Regeneration	HP recovery speed increases.

Anti-Magic Spell	Cancels the next spell cast on Ashley.
Item Ability Decrease	Weapon and armor abilities decrease; cannot change equipment.
Item Ability Increase	Weapon and armor abilities increase.
Attach Air	Weapon's Air property increases. Earth property decreases.
Attach Fire	Weapon's Fire property increases. Water property decreases.
Attach Earth	Weapon's Earth property increases. Air property decreases.
Attach Water	Weapon's Water property increases. Fire property decreases.
Resist Air	Armor's Air property increases. Earth property decreases.
Resist Fire	Armor's Fire property increases. Water property decreases.
Resist Earth	Armor's Earth property increases. Air property decreases.
Resist Water	Armor's Water property increases. Fire property decreases.

Advice from the VKP #3 – Be careful when attacking from behind obstacles.
Obstacles may hinder attacks, so beware!



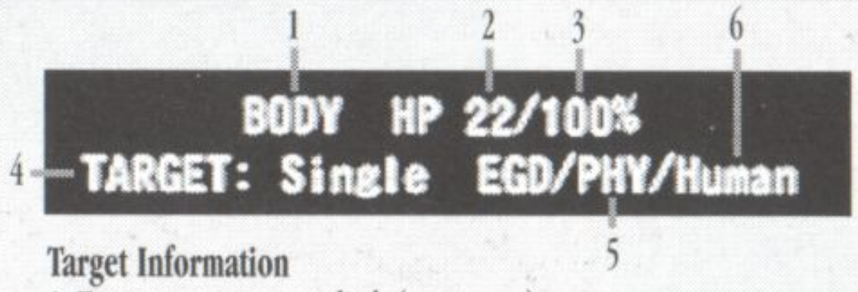
Advice from the VKP # 4 – Change perspectives.
Change to first-person perspective (Free-look) to discover passages in high areas and observe situations below cliffs.
Free-look in first-person perspective to find hidden doors and treasure boxes, too.

BATTLE SYSTEM

BATTLE MODE

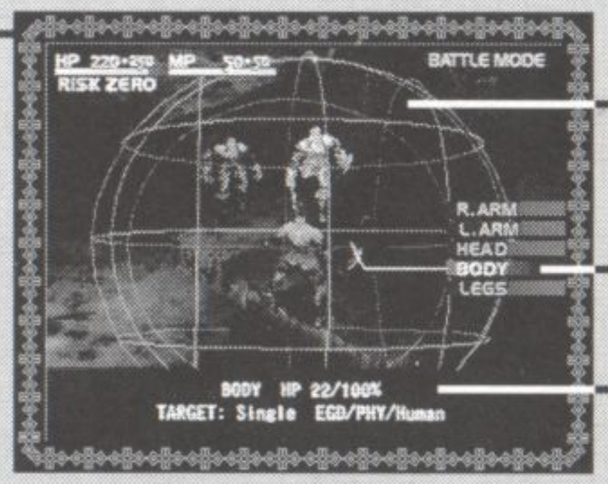
Press the ◉ button to make Ashley draw his weapon and enter Battle Mode. During Battle Mode, cubes cannot be lifted and carried, and walls cannot be climbed.

READING THE SCREEN



Target Information

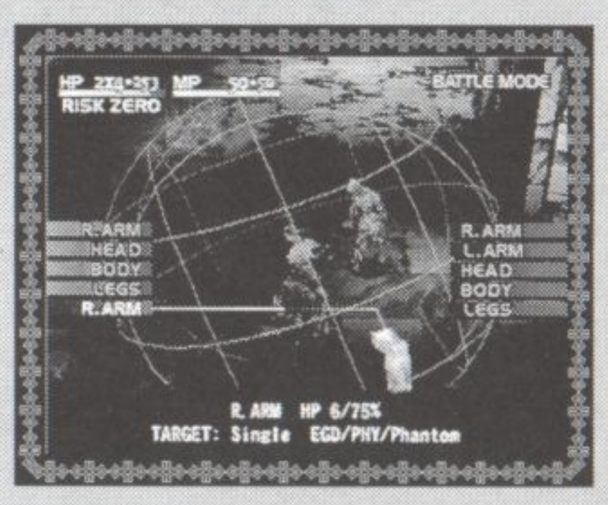
1. Target enemy name or limb (target area).
2. Estimated damage the attack will cause enemy or the targeted limb. When status abnormalities occur, the name of the status abnormality will be displayed as well.
3. Percentage chance of hitting targeted enemy or limb. When the attack has added effects, such as status abnormalities, these are also displayed.
4. Target type (limb, section, cube, monster).
5. Attack type and affinity.
6. Class of enemy.



TARGETING SPHERE
Displays attack range. The size and shape of the targeting sphere differ according to the type of attack.

Enemy Limbs (target areas)

TARGET INFORMATION
Enemy limbs (target areas) currently selected for attack. See details at left.



When an enemy begins an attack, it will emit an "attack signal" and turn red, providing an early warning.

Attack Method

An enemy must be at least partially within the range outlined by the targeting sphere. Check this by pressing the ◉ button to bring up the targeting sphere.

After selecting an area to attack, press the ◉ button to start the attack. If there are several enemies within the targeting sphere, decide which enemy to attack and confirm with the ◉ button.

BATTLE ABILITY

Shortly after entering Leá Monde, Ashley begins to acquire Battle Abilities. There are two types of Battle Abilities: Chain Abilities and Defense Abilities.

Using Battle Abilities

By assigning Battle Abilities to the ◉, △, and □ buttons, you can use these special techniques during battle.

Acquiring Battle Abilities

If Chain or Defense Abilities are used successfully, Ashley will gain experience points for acquiring new Battle Abilities. After acquiring enough experience points, Ashley can learn a new Battle Ability. To acquire a new Battle Ability, select either Chain Ability or Defense Ability. A list of abilities Ashley has not yet learned will be displayed. Select the ability that best suits your combat style.

BATTLE SYSTEM

Chain Ability (Attack Type)

Use Chain Abilities by pressing a button (that you have already assigned to a Chain Ability) at the exact moment Ashley's weapon hits the enemy. If you are successful, your attack will have an added effect. You can link multiple Chain Abilities together if you continue pressing other Chain Abilities with perfect timing. (With the correct timing, you can perform multiple consecutive attacks.)

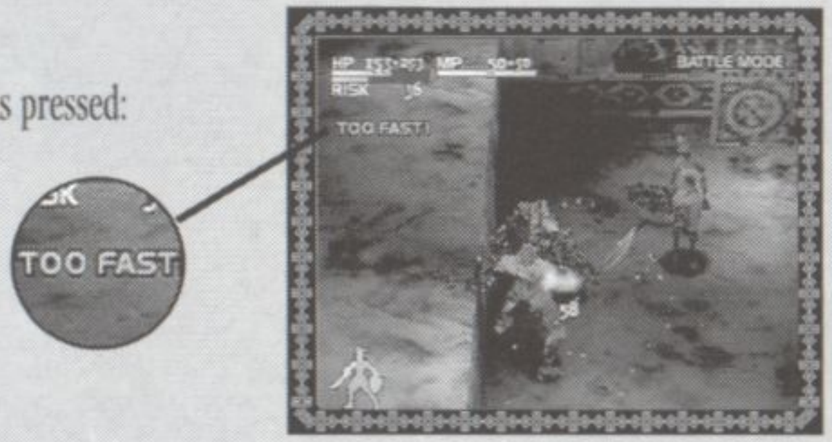
Defense Ability (Defense Type)

Defense Abilities can guard against both physical and magical attacks. At the exact moment an enemy attack hits Ashley, press one of the Defense Ability buttons to obtain added effects. Unlike Chain Abilities, Defense Abilities cannot be triggered consecutively.

Timing Feedback

A message will display how accurately the Battle Ability button was pressed:

TOO FAST!	Too early
FAST!	Fast
COOL!	Perfect timing
SLOW!	Slow
TOO SLOW!	Too slow



*In addition to the above, the words GOOD!, EXCELLENT!, RIGHT ON!, PERFECT!, WELL TIMED!, NICE!, and GREAT! may appear, but they all have the same meaning as COOL! Watch the comment signals to discover the correct timing for your attacks.

Timing Display

When the option <Timing Display> is turned on, an exclamation point (!) will appear to help indicate the point at which the Battle Ability button should be pressed. Press a Battle Ability button at the moment the exclamation point is displayed and your success rate will rise.

Advice from the VKP #5 – Use the <Map> command.
If a key or sigil is found, it may open a previously encountered locked door or chest.
Select <Map> from the Menu Screen and look for rooms where locked doors are located.

BATTLE SYSTEM

BREAK ARTS

Special techniques that can be learned for each type of weapon.

Using Break Arts

Open the Menu Screen and select <Break Arts> to view the Break Arts available to the currently equipped weapon. Select a Break Art, then target an enemy to begin the attack.

Select <View Arts> to view a list of all weapons. Weapons for which Ashley has learned Break Arts will be displayed in a white font. Press the ◎ button while a weapon is highlighted to check all available Break Arts for that particular weapon type.

Using Break Arts consumes HP. Relying too heavily on Break Arts can cause more harm than good.

Acquiring Break Arts

To learn new Break Arts, Ashley must acquire experience with his weapons. Gain experience by using weapons to defeat enemies.

Different weapon types have different Break Arts; the experience points gained for each weapon are specifically used to acquire Break Arts for that type of weapon.

MAGIC

In order to use magic, first find the "Grimoires" scattered throughout Leá Monde. Use the Grimoire to learn the magic written on its pages.

Each magic spell uses a certain amount of MP. As long as he has enough MP, Ashley can cast any magic spells he has learned. If Ashley does not have the necessary amount of MP to cast a spell, he cannot cast that spell. See page 23 for a list of some of the magic which can be used.

Using Grimoires

Select the Grimoire to use from the **Misc** category within the <Items> window. Select the target for the Grimoire's spell and press the ◎ button. The spell consumes the necessary MP as the magic written in the Grimoire is cast.

Using Magic

Ashley learns any magic spell cast using a Grimoire. Select <Magic> to view each type of magic. Select the type of magic to use to see a list of the spells Ashley has learned. Select a spell to use from the list to open the targeting sphere; press the ◎ button to cast the spell. If Ashley does not have enough MP, the spell cannot be used. Some magic spells have an area of effect.The spell will affect all targets within range (including Ashley). Change the height of the sphere by pressing the up/down directional buttons during range selection.

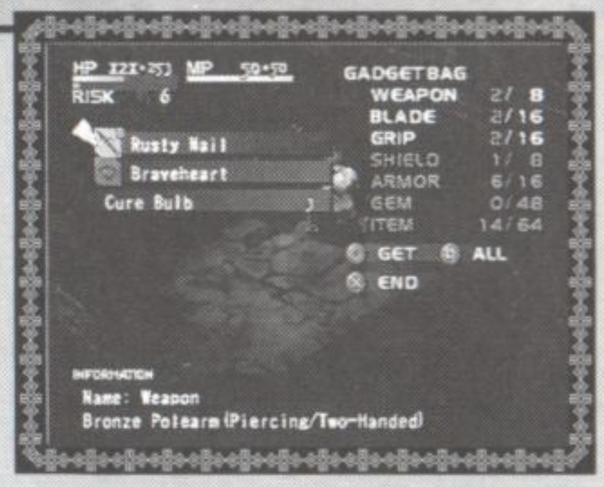
ITEMS, WEAPONS, & ARMOR

ACQUIRING ITEMS

After some battles, Ashley may find items.

If a defeated enemy has an item, an item list will be displayed. Select an item to take and press the ◯ button. To acquire all items in the list, press the □ button. Ashley's inventory can only hold a limited number of items. If Ashley can hold no more items, press the ◯ button a second time to bring up the inventory screen for the same item type as was selected in the item list. Select any unneeded items and discard them (in the case of weapons, you can also disassemble them to their component parts) to make room for the new items.

Press the ✕ button to close this screen; any items remaining will be discarded.



Some Items Which Can Be Found In Leá Monde:

Name	*Effect*
Cure Root	Restores about 50 HP.
Cure Bulb	Restores about 100 HP.
Mana Root	Restores about 25 MP.
Mana Bulb	Restores about 50 MP.
Acolyte's Nostrum	Restores about 100 HP and MP.
Alchemist's Reagent	Restores about 25 HP and RISK points.
Yggdrasil's Tears	Removes Paralysis.
Faerie Chortle	Removes Poison.
Spirit Orison	Removes Numbness.
Angelic Paean	Removes Curse.
Panacea	Removes Paralysis, Poison, and Numbness.
Eye of Argon	Makes all traps in the current location temporarily visible.

Advice from the VKP #6 — Items of unknown use.
If the player acquires an item whose use is unknown, check the **Misc** category from the <Items> window. The names of keys, sigils, and items are displayed here. Although descriptions will be provided for even the strangest-looking items, it is up to the player to discover their uses.

WEAPON AND ARMOR IMPROVEMENT

Weapons and armor adapt to the way they are used and the frequency of usage. For example, if a particular weapon is only used to attack Dragon-class monsters, this weapon will adapt to deal tremendous damage to that type of monster. Create weapons specially designed to fight each class of monster by using a different weapon against each monster type. Similarly, armor can become stronger against certain monster types and attack properties. When an item's Damage Points (DP) reach zero, that item will become significantly weaker.

To check the progress of weapons and armor, select the weapon or armor in the <Items> window and press the □ button to bring up the status display. If the <Weapon Status> and <Armor Status> are turned on, the development of weapons and armor will appear on the screen during battles.

Disassembling Weapons and Shields

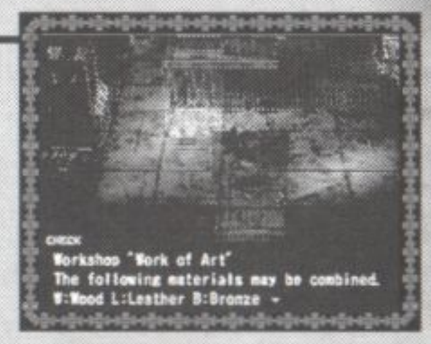
To disassemble weapons and shields into their component parts, select <Setup> from the <Items> menu, then select <Disassemble>. Create new weapons and shields by combining the disassembled parts or attaching them to other parts. Weapons and shields can only be assembled in workshops.

First, select a weapon or shield to disassemble. The name and composition of each part will be displayed; press the ◉ button to continue.

When the confirmation message appears, select <Yes> to complete disassembly.

WORKSHOPS

Small factories called workshops are scattered throughout Leá Monde. Within these workshops, Ashley can repair and assemble weapons. Different workshops restrict the materials that can be used, so beware. Open the <Items> menu and select < Setup> to view the workshop options.



Repair

Select <Repair> to restore the DP of weapons, shields, and armor to their maximum values. However, repairs only affect items made of materials supported by that workshop.

Select <Repair> from the <Setup> Menu and select <Yes> to repair the DP of all applicable weapons and armor at once.

Assemble Weapons

Select <Assemble Weapons> from the <Setup> Menu. Next, select either blade or grip to view a list of all blades or grips in inventory. If a gem can be attached to the item, a gem slot will appear. After assembly, press the ◉ button to finalize the process, or press the ⊗ button to cancel the process. The process is complete when the weapon is assembled and a name for the weapon has been entered.

1. Select a blade and grip.

2. Once a blade and grip have been selected, decide whether to attach a gem, and complete assembly.

3. Enter a name for the assembled weapon to complete the process.

Combine

Blades, shields, and armor can be combined to create new items.

Select <Combine> from the <Setup> window to view each category, then select which category from which to combine items. Next, select two materials to combine, and the result of that combination will be displayed. Select <Yes> to finalize the combination of these items. To redo the combination, select <No>, and to discontinue combination, select <Cancel Combine>.

Armor for different body parts can be combined, but the resulting armor may be for a different body part. Assembled weapon parts and armor that are currently equipped can be combined, but they will be disassembled or unequipped if you do so.

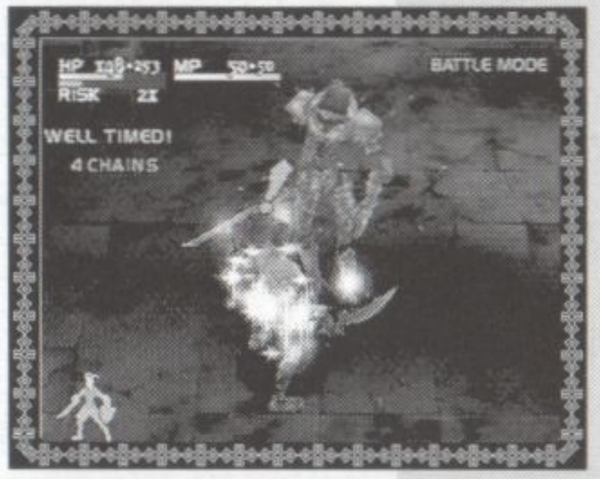
BATTLE ABILITIES

BREAK ARTS

Type	*Name*	*Effect*
Dagger	Whistle Sting	Focuses power at the tip of the blade, dealing massive damage upon striking the enemy.
Sword	Rending Gale	Launches a sonic wave to shred the enemy to pieces.
Great Sword	Sunder	A surge of energy cleaves the life from the enemy's body.
Axe & Mace	Mistral Edge	A horizontal blade of light slashes into the enemy.
Great Axe	Bear Claw	A blazing light emanates from the falling blade of the axe.
Staff	Sirocco	Sends up a rising sheet of flame on impact.
Heavy Mace	Bonecrusher	Releases intense shockwaves to crush bones.
Polearm	Ruination	Focuses pure fighting spirit into the spearhead, dealing damage with pinpoint accuracy.
Crossbow	Brimstone Hail	Quarrels filled with hellfire pierce the enemy.
Bare Hands	Lotus Palm	Fighting spirit surrounds the fist, pummeling the enemy.

CHAIN ABILITIES

Name	*Effect*
Heavy Shot	Adds extra damage to your attack.
Gain Life	Increases your HP by a percentage of the damage dealt.
Mind Assault	Deducts enemy's MP by a percentage of the damage dealt.
Gain Magic	Increases your MP by a percentage of the damage dealt.
Temper	Increases your weapon's DP by a percentage of the damage dealt.
Paralyze Pulse	Adds Paralysis to attack.
Numbing Claw	Adds Numbness to attack.
Dulling Impact	Adds Slow to attack.
Snake Venom	Adds Poison to attack.



DEFENSE ABILITIES

Name	*Effect*
Ward	Counters Paralysis.
Siphon Soul	Percentage of the MP used by enemies during attacks is added to your own MP. Effective against magical attacks.
Reflect Magic	Reflects a percentage of damage back at the enemy. Does not reduce the damage you receive. Effective against magical attacks.
Reflect Damage	Reflects a percentage of damage back at the enemy. Does not reduce the damage you receive. Effective against non-magical attacks.
Impact Guard	Reduces a percentage of the damage received from physical attacks.
Windbreak	Reduces a percentage of the damage received from air attacks.
Fireproof	Reduces a percentage of the damage received from fire attacks.
Terra Ward	Reduces a percentage of the damage received from earth attacks.
Aqua Ward	Reduces a percentage of the damage received from water attacks.
Shadow Guard	Reduces a percentage of the damage received from light attacks.
Demonscale	Reduces a percentage of the damage received from dark attacks.

MAGIC LIST

Type	*Name*	*Effect*
Warlock		
(Attack)	Solid Shock	Physical attack spell. Intense shockwaves pound opponents.
	Lightning Bolt	Air-based attack spell. Lightning arrows give enemies a nasty shock.
	Fireball	Fire-based attack spell. Searing balls of flame assault the target.
	Vulcan Lance	Earth-based attack spell. Razor-sharp volcanic debris rains down upon the target.
	Aqua Blast	Water-based attack spell. Intense cold assaults enemies at supersonic speed.
	Spirit Surge	Light attack spell. Spirits of light attack enemies.
	Dark Chant	Dark attack spell. Torments enemies with a burst of pain.
Shaman		
(Recovery)	Heal	Restores HP to the target. Has a damaging effect on the undead.
	Restoration	Removes Paralysis from the target, thanks to the protection of the war god, Verme.
	Antidote	Removes Poison from the target, thanks to the protection of the sea god, Ominus.
	Blessing	Removes Curse from the target, thanks to the protection of the love goddess, Amor.
Sorcerer		
(Aid)	Herakles	Temporarily increases target's STR.
	Enlighten	Temporarily increases target's INT.
	Invigorate	Temporarily increases target's AGL.
	Prostasia	Temporarily increases the effectiveness of the target's weapons and armor. The increase is proportional to the target's skill level.
	Silence	Temporarily disables target's ability to use magic.
	Fixate	Temporarily freezes all cloudstones in their current location.
	Unlock	Unlocks chests and doors. This spell is ineffective against locks sealed by puzzles or barriers.
	Eureka	Reveals traps, making them visible for a limited time. This spell only affects the local area.
	Analysis	Analyzes target's various stats, such as HP and MP. Enemies with low HP are easier to analyze.
Enchanter		
(Affinity)	Luft Fusion	Temporarily raises weapon's air affinity.
	Spark Fusion	Temporarily raises weapon's fire affinity.
	Soil Fusion	Temporarily raises weapon's earth affinity.
	Frost Fusion	Temporarily raises weapon's water affinity.
Special	Teleport	Move instantaneously between Circles of Magic
	(Save Points)	Displays a list of Circles that allow teleportation. Select a destination, and Ashley will instantly be transported there.

DEMO DISC INSTRUCTIONS

SQUARESOFT® 2000 Collector's CD vol.1

Included with Vagrant Story™ is SQUARESOFT's 2000 Collector's CD vol. 1, which offers a sneak preview of upcoming and recently released SQUARESOFT games and a chance to play demo versions of Chocobo Racing™, Front Mission 3™, and Threads of Fate™.

Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the Collector's CD disc and close the disc cover. Insert a controller and turn on the PlayStation game console. The Collector's CD will begin at the Main Menu. Use the directional buttons to select one of the titles to preview and press the ⊗ button. After viewing a demo or pressing the START button during a Preview Movie, the game will return to the Main Menu. This screen can also be accessed at any time by simultaneously pressing the START, SELECT, L1, L2, R1, and R2 buttons.

The following previews are offered on the Collector's CD:
Chocobo Racing™ – Interactive Playable Demo- see next page for demo play instructions
Chocobo's Dungeon™ 2 – Preview Movie
SaGa Frontier™ 2 – Preview Movie
Chrono Cross™ – Preview Movie
Threads of Fate™ – Interactive Playable Demo- see next page for demo play instructions
Legend of Mana™ – Preview Movie
Front Mission 3™ – Interactive Playable Demo – see next page for demo play instructions.

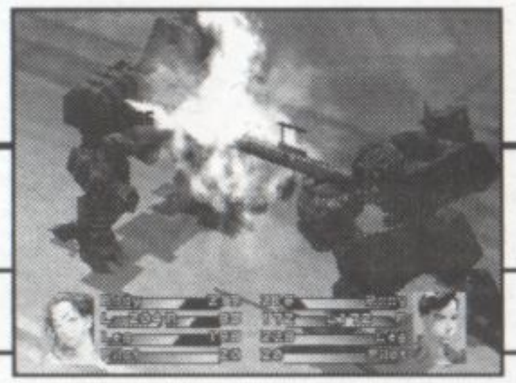
Note: Game data from Interactive Playable Demos cannot be saved onto a MEMORY CARD.

Basic Controls – Threads of Fate™

To start the game, press the START button at the Title Screen.

directional buttons/ left stick	Move character, select monster (for Rue), select magic (for Mint), move cursor
⊗ button	Execute command, talk, look, perform normal attacks
○ button	Jump, cancel
□ button	Open the Transformation Menu (for Rue), Open the Magic Menu (for Mint)
△ button	Perform normal attack (for Rue), perform monster's special attack (for Rue), perform magic attack (for Mint)
START button	Display the Menu Screen
SELECT button	Not used
L1 / R1 button	Not used
L2 / R2 button	Not used

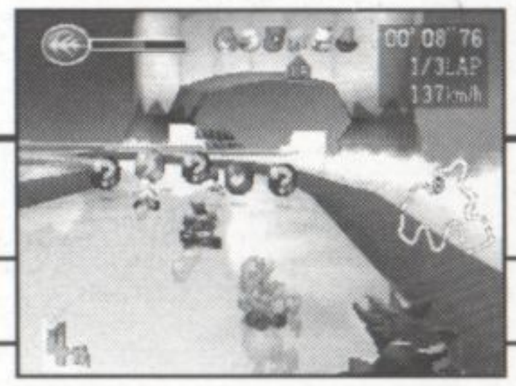
Basic Controls – Front Mission 3™



To start the game, press the START button at the Title Screen.

directional buttons/ left stick	Move cursor
⊗ button	Execute command, scroll messages
○ button	Cancel, return to previous menu
□ button	Change weapon
△ button	Display accuracy of enemy's counterattack
START button	Open the System Window during battle, change game configuration, check conditions, advance cinemas
SELECT button	Confirm the location of hidden units on the Strategic Map
L1 / R1 button	Rotate perspective during battle
L2 / R2 button	Switch between allies that can take action during Player's Phase, switch between targets when multiple enemies are within attack range

Basic Controls – Chocobo Racing™



To start the game, press the START button at the Title Screen.

directional buttons/ left stick*	Turn left or right
⊗ button	Brake
○ button	Not used
□ button	Accelerate
△ button	Reverse
START button	Pause game
SELECT button	Return to the Main Menu
L1 button	Use Special Ability (Dash)
L2 button	Not used
R1 button	Use Magic Stones
R2 button	Not used

*The left stick of the DUALSHOCK™ analog controller can only be used when the LED light is on.

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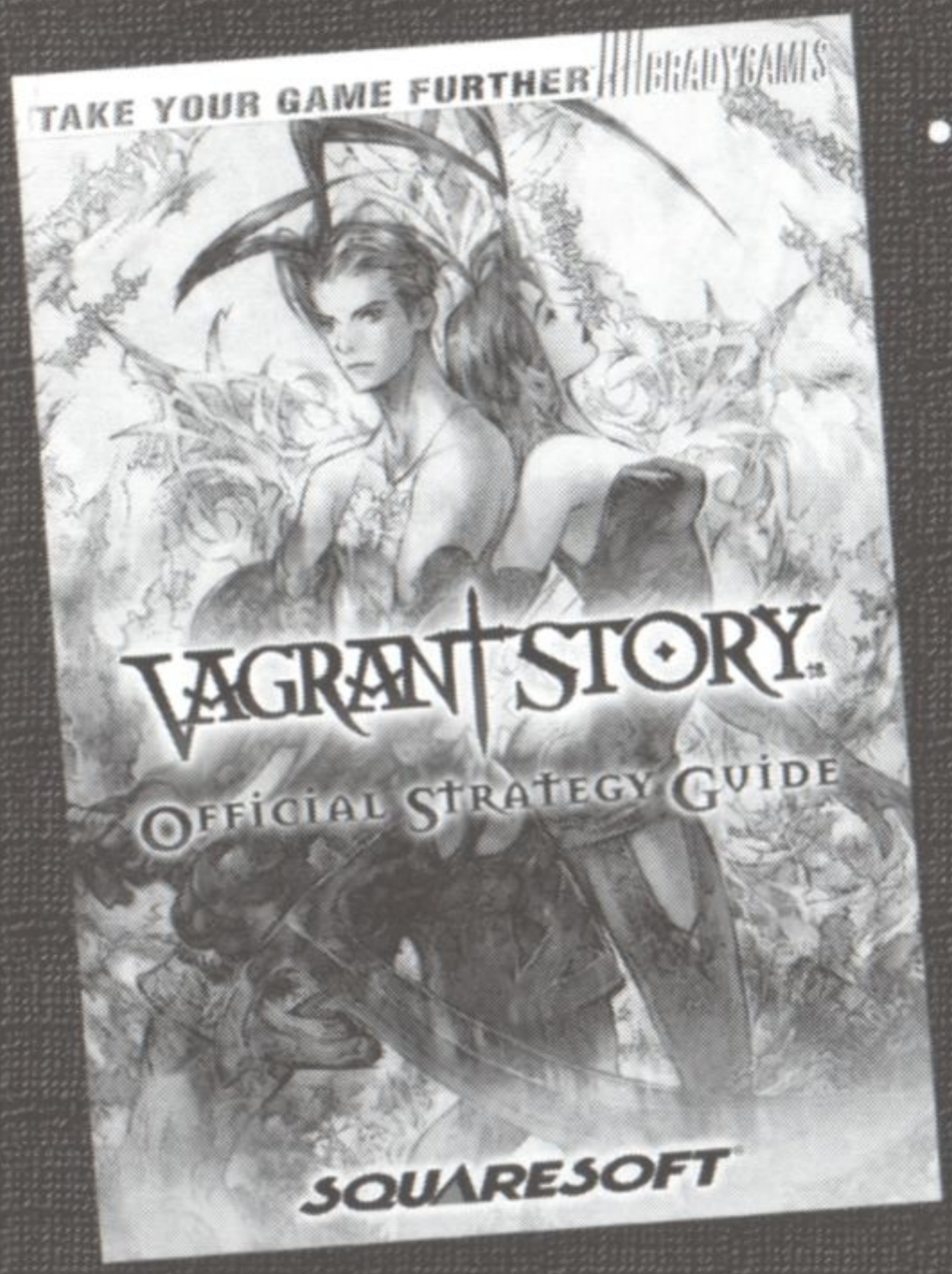

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CREDITS

SQUARE CO., LTD.

Executive Producers	Hironobu Sakaguchi, Tomoyuki Takechi, Hisashi Suzuki
Produced & Directed by	Yasumi Matsuno
Art Direction & Character Model Supervisor	Hiroshi Minagawa
Character Design & Background Supervisor	Akihiko Yoshida
Background Supervisor	Akiyoshi Masuda
Background Creators	Yukiko Inoue, Yoshinari Hirata, Akiko Honne, Takafumi Hori, Tsutomu Mouri, Hiroyuki Sano, Rena Sasaki, Takahiro Yamashita
Visual Effects Supervisor	Jiro Mifune
Visual Effects Creator	Noriko Ikeda
Character Model Creators	Tomomi Fujino, Eiichiro Nakatsu, Tsuyoshi Namiki
Character Motion Creators	Yasuhide Hino, Tadashi Soeda, Kazuhiko Takahashi, Tsunataro Yoshida
Main Programmer	Taku Murata
Programmers	Yoshiki Kashitani, Satoshi Ogata, Yoshinori Tsuchida, Tadashi Tsushima, Kunio Yamaguchi, Mitsuo Yoshioka
Planners	Jun Akiyama, Kazuhito Maehiro, Takayuki Suguro, Hidehito Tanba, Tai Yasue
Sound Creation	SQUARE SOUNDS CO., LTD.
Music & Original Score by	Hitoshi Sakimoto
Sound Programmer	Minoru Akao
Sound Editor & Engineer	Tomohiro Yajima
Assistant Sound Editor	Jun Nakamura
Localization Department	
General Manager	Koji Yamashita
Deputy General Manager	Akira Kashiwagi
Director	Aiko Ito
Assistant	Yoshiki Yamamoto
Translators	Alexander O. Smith, Amanda Jun Katsurada
CG Movie	SQUARE VISUAL WORKS CO., LTD.
Quality Assurance	SQUARTZ CO., LTD.

SQUARE SOFT, INC.

Localization Staff	
Editors	Richard Amtower, Brian Bell
Associate Producer	Aki Kozu
Localization Manager	Yutaka Sano
Quality Assurance Staff	
QA Manager	Jonathan Williams
Lead Analyst	Matthew B. Rhoades
Assistant Lead Analyst	Mohammed A.C. Wright
Analysts	Kelly Chun, Mathew Clift, Jared Ellott, Michael Alan Erickson, Jeff Love, Judah Mehler, James J. Robles
QA Translators	Kenji Nakamura, Rintaro Yoshida
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